STAR 40TH TREK™

1983 - 2023

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN

Jack Photon's *FANTAVERSARY REVISION* **HOUSE RULES ERRATA 4.01**

250601.01

Book 1.01 ERRATA

LIFEFORM READINGS

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Minor Refinements and a Major Addition or Two to Refine the Generation of any Being as a Player or Non-Player Character from The United Federation of Planets.

Book 1 Lifeform Readings
230101.01

ERRATA
v.250601.01

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A preliminary gathering of corrections and additions for the eventual v.4.1 release of Book 1: Lifeform Readings.

CORRECTIONS AND ALTERATIONS

Book Wrapper
CHANGE All appropriate release numbers FRONT

REVIEW Cover and Back Dialogue

CHANGE copyright date BACK

LEAF
CHANGE Copyright Date

Page 01
RE-PAGINATE Index

Page 02/3
MODIFY Editor's notes as appropriate

Page 04
Max rating is always 99... ADD "(Max LUC = 100, PSI = None)"

MODIFY/ADD **INTELLECT**

Just as STR is a measure of physical capability, INT is a measure of the character's mental and cognitive capabilities.

Having a high INT provides numerous benefits in character generation, helps the Perception Ability and has other uses throughout a campaign when facing challenges requiring some smarts.

Species Maximum Intellect governs the individual's Capacity to learn, manifest as a skill level cap of less than 99 and equal to the species Max INT rating. (INT 99* does not allow skills of 99*!) This ruling applies to the likes of the Troglytes of Fed-member planet, Ardana; the K'Zin and some Orions.

Dr. McCoy tells us Troglyte Intellect ratings are nearly 20% below average. Troglytes exposed to unprocessed Zenite are incapable of Doctorate-level learning or greater while affected, wheras the K'Zin are intellectually stunted at the genetic level. Their minds simply cannot process Doctorate-level complexity of reasoning. GM Discretion as to this rule applying to purely, physical-based skills (such as Arts, Dance, or Cbt, H-T-H, etc.).

Page 07
REPLACE UPP Sheet

Page 08
Skill Rating Chart... ADD Alphanumeric rating

Page 10
ADD TWO PAGES... ADD Skill Packages below

SKILL DEFINITIONS   RE-FORMAT all defiitions to compensate for added space.

ADD Examples pictures

Skill Packages

At GM Discretion, different species may have different skill packs. It is up to players to top them off as seen fit.

All skills may be presumed and need not be written on the character sheet unless adding dice rolls to them. Vulcans are <u>highly</u> encouraged to raise their Philosophy skills. While Vulcans don't 'judge' others, one's failure of logic will be called out as matter of course whereas meditation on the IDIC may help a Vulcan persevere emotional surroundings or situations.

ALL

Culture, (native)	25
History, General, (native)	25
Lang, Galacta	80
Lang, (native)	80
Philosophy, Religion (s)	15

SPECIFIC

Vulcan	Philo, IDIC	*25*
	Philo, Logic	25
Andorian	Survival, Arctic	15
Caitian	Track/Evade	15
Tellarite	Geology	15
Edoan	Art, (s)	15

Note that for all (s) skills, '*Survey*' and '*Comparative*' studies may be considered valid options to provide overviews of a field rather than focused concentrations.

GM Discretion may award +10 to a Hobby skill

Character Generation

Page 36

Choose or roll from the list... ADD "Species from Book 3, Memory Bank Alpha are at GM Discretion."

SFofficers are reqd to maintain... DROP "and COOL"

Medical School... ADD "Admin" to skill table

Pre-Academy Skills... RE-PAGINATE refer to page 67-79 now

Page 37

CONTACT TEAM
On Acceptance... ADD "Nor see benefit beyond 2nd attendance."

Grads gain these benes... ADD "All Purple Hearts are rolled on the Enlisted table, not Officers. Contact Team is front-line dangerous!"

Page 38

With Branch Skills added, Roll 10d10 for additional branch skills. FOLLOW "None may go to MINOR-specific specialties. Ex: A Helm Major with Security Minor may not add these rolls to to Sm Unit tactics."

Page 39

Sciences branch...	ADD	Physics, General	40
	CHANGE	Science (s)	60
Helm branch...	CHANGE	ST CbtTac/Str	25

Page 40

Above Skill Levels ADD "Herbert may not go to Command School, but senior Herbert may attend Department Head School. Any Herbert may take Contact Team at GM Discretion."

Analyst branch...	CHANGE	Fed Law	20
	CHANGE	Gaming	25

Page 41

3. Notice, AWARD TABLES... RE-PAGINATE.all table references

Page 43

Life's lil' details... RE-PAGINATE.

PAGE 46

Choose or roll from the list... ADD "Species from Book 3, Memory Bank Alpha are at GM Discretion."

Enlisted/NCO's are obliged to maintain... DELETE "45+" from Attribute minimums

Pre-Enlistment Life... RE-PAGINATE refer to page 67-79 now

Page 48

OCS option p49... RE-PAGINATE

See page 61... RE-PAGINATE

Page 49

Life's lil' details... RE-PAGINATE

Page 52

Pre-College Life... RE-PAGINATE refer to page 67-79 now

Page 53

Pick a Profession CHANGE
"Anything existing today or in the future. If it's similar enough to an existing table of skills, use that; Engineering, Science, Medical, etc. See the following list of 120 professions for notions."

Advanced Curricula CHANGE
"Chose one profession from the list of 120 or with GM discretion, devise a 200 point pool of..."

Page 54

Citizen Careers "120 new career paths, several with sub-specialties. See later this document."

Page 55

Life's lil' details... RE-PAGINATE

Page p56

"The Aging Formula is generic. Some species mature faster than others based on their overall life cycle. GM Discretion."

Andorian base age should be 20
Vulcan base age should be 22 (Post-3rd Pon-far, yo!)

Page 57

Starship Service ... ADD "Crews serving prior to 2240 serve aboard "the old Class J Starships": the Connies of their era."

Page 58

Medals,
Table 1 Modifiers ADD   Modifier,   LUC <40 +10
CHANGE   Modifier   Lt. J.G. +/0
ADD   Modifier,   Ensign +05

Table 2 Major Awards CHANGE
07 - 20   Special Award, Goto 5.2 / Grankite Order of Tactics, (Captains only)

Page 59

Table 3 MINOR Awards CHANGE
31 - 45   Special Award, Goto Table 5.2
46 - 70   Purple Heart, Goto Table 5.3

Table 5.2 Special Awards CHANGE
"These include but are not limited to Honors such as Starfleet Branch Decorations and non-Starfleet Awards such as from Planetary Governments, Councils, various Associations and other such notable and noble institutions. The Grankite Order of Tactics, Karagite Order of Heroism and Prantares Ribbon of Excellence are likely examples of such.

A Major Ward equivalent would be of Federation or Interstellar recognition. A Minor Award example would be Starfleet Command/Planetary-level. A Commendation level example would be of Continental or Local recognition.

Some examples. A key to the City. Honorary members of a local, planetary or interstellar society. (Terratins). Honorary members to a local, continental interstellar-grade organization, league, order, lodge, hall or school. Honorary diplomas. Being named after, persons, places or things. (Leonard James Akakaar, The Daystrom Institute). There are many possibilities to explore.

Under no situation may a member of Starfleet accept financial remuneration in any form. Any such offerings must be deferred, donated anonymously or re-paid in-kind.

Your Gamemaster shall decide the specifics."

Page 61

Medals, Table 1, Modifiers

ADD Modifier, LUC <40 +10

Table 2 CHANGE
01	Medal of Honor, with Cluster
02	Medal of Honor, First Class
03	Legion of Honor, with Cluster
04	Legion of Honor, First Class
05-20	Special Award, Goto Table 5.2
21-30	Starfleet Decoration for Conspicuous Gallantry
31-40	Starfleet Decoration for Gallantry
41-50	Starfleet Decoration for Conspicuous Valor
51-60	Starfleet Decoration for Valor
61-80	Starfleet Honor Roll
81+	2 Minor Awards. Roll twice on Table 3, ignore a roll of 01.

Page 62

Table 3 CHANGE
01	Major Award, Goto Table 2
02	Karagite Order of Heroism
03	Prantares Ribbon of Excellence
04-10	Starfleet Citation for Conspicuous Gallantry
11-20	Starfleet Citation for Gallantry
21-30	Starfleet Citation for Valor
31-50	Special Award, Goto Table 5.2
51-80	Starfleet Purple Heart, Goto Table 5.3
81-90	Gold Palms
91-00	Silver Palms

Page 67

Homeworld CHANGE
1	Starbase*
2	Colony World, Sm/Fringe*
3	Research Station, Lg/Sm*
4	Colony World, Lg/Sm*
5	Primary 5 Federation**
6	Primary 5 Federation**
7	Colony World, Major/Lg*
8	Shipwrecked, 1d1O years
9	Shipboard
0	Non-Member World

** A.Cent, Andor, Earth, Tellar, Vulcan

Page 70

INSERT UFP Citizen Career Paths before Federation Homeworld Tables.

Page 80

DELETE reference to Supplement 12

S13, DELETE "Will be ready when ready."

Character Sheets

REPLACE pages: 07, 34-35, 44-45, 50-51, 81+

Character Back Sheet To Hit table clarifies the formula

Character Front Sheet Added (s) option to Biology and Physics. (Default is 'General')
Added 2 rows to Active Duty Terms, now 12 from 10.

Personal Notes Sheet Updated Sibling Chart.
Added 2 rows to Active Duty Terms, now 12 from 10.

Federation Databank   Added 2 rows to Active Duty Terms, now 12 from 10.

NOTE
Supplement 10.3: Character Sheets Rev 2.250523
includes these changes and other valuable charts and forms for players and GMs

Purple Hearts.

During creation, it is GM's Discretion for PC/NPCs to pursue therapy for an affected Attribute(s) for each of the years *after* the medal was awarded per "Increasing Attributes", Book 1. Once the previous natural rating has been achieved, further advancement in that Attribute alone is allowed. Unaffected Attributes and all Non-Purple Heart PC/NPCs are forbidden this avenue. The reasoning for extended increases is that once habits are achieved they are maintained. Otherwise revert appropriate Attribute to original Purple Heart rating.

Reading Purple Hearts

Original Species Max → 99 /49 ← New Personal Max
Original Attribute → 70 -21 ← Current Attribute
Reduced by -50 Mortal 49
Damage & Type

Original Species Max → 99 /93 ← New Personal Max
Original Attribute → 70/64 ← Current Attribute
and the Reduced -6 Major 93
Damage & Type

70/68 74 ← Current Attribute
Original Att, Reduced to -2 Serious
Damage & Type

Lifepath Trainers, Contact Team and **Aging** are similarly notated.

Original Attribute → 60 63 ← Current Attribute
Trainer+3
Increased by ↗ Note: 'Trainer' does not allow further increase as Purple Heart.
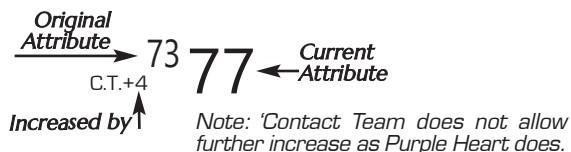
Original Attribute → 73 77 ← Current Attribute
C.T.+4
Increased by ↑ Note: 'Contact Team does not allow further increase as Purple Heart does.

Species / Personal Max
99/92
Original Attribute → 60 53 ← Current Attribute
Aging -7
Reduced by
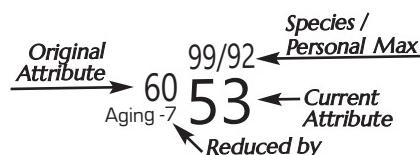
UFP CITIZEN CAREER PATHS

By no means complete, this should give the GM enough to base new careers from. Occupations such as Doctor, Lawyer and Scientist can be rolled per Star Fleet Officer and Herbert Tables. Apx. 10% of career choices may designate their points, for a variety of sub-specialties.

01	Accountant	41	Engineer, Civil	81	Master of Ceremonies
02	Actor/Director	42	Engineer, Communication	82	Miner
03	Agent, Booking	43	Engineer, Construction	83	Musician
04	Agent, Broker	44	Engineer, Design	84	Orbital Laborer
05	Agent, Insurance	45	Engineer, Environmental	85	Paralegal
06	Agent, Real Estate	46	Engineer, Industrial	86	Paleontologist
07	Agent, Talent	47	Engineer, Research	87	Paramedic
08	Anthropologist	48	Engineer, Transport	88	Peace Officer
09	Antiquarian	49	Entertainer	89	Pharmacist
10	Archaeologist	50	Entrepreneur	90	Philosopher
11	Architect	51	Ethicist	91	Pilot, Civil
12	Artisan	52	Farmer	92	Prospector, Asteroid
13	Artist, Visual	53	Fence	93	Prospector, Terrestrial
14	Artist, Sculptor	54	Financier	94	Psionicist
15	Astronomer	55	Fireman	95	Psychiatrist
16	Athlete	56	Fireman, Engineer	96	Psychologist
17	Author	57	Forensic Medical Examiner	97	Publicist
18	Bartender	58	Gambler	98	Puppeteer
19	Biologist, Astro	59	Gardener	99	Race Driver/Pilot
20	Biologist, Marine	60	Geologist	100	Ranger
21	Biologist, Research	61	Guide, Tourist	101	Reporter
22	Biologist, Terrestrial	62	Guide, Wilderness	102	Salesman
23	Bookie (Gambling)	63	Guard, Private	103	Scientist, Computer
24	Botanist	64	Hair Stylist	104	Scientist, Research
25	Cargo Master	65	Historian	105	Shop Keep
26	Cartographer	66	Hustler	106	Sociologist
27	Chef	67	Interpretor	107	Space Studies
28	Clown	68	Investigator	108	Student
29	Comedian	69	Jeweler	109	Tailor
30	Concierge	70	Librarian	110	Technologist
31	Courier	71	Local Noble	111	Theologian
32	Courtier	72	Local Yokel	112	Therapist, Geriatric
33	Craftsman	73	Magician	113	Therapist, Physical
34	Curator	74	Manager, Business	114	Therapist, Psych
35	Dancer	75	Manager, Event	115	Thief
36	Deep Sea Diver	76	Manager, Facility	116	Tinker
37	Dentist	77	Manager, Traffic	117	Veterinarian
38	Ecologist	78	Manager, Personal	118	Yardmaster, Orbital
39	Educator	79	Manager, Station	119	Yardmaster, Terrestrial
40	Engineer, Acoustic	80	Marshall	120	Zoologist

Accountant

Admin	40
Appraisal	20
Bribery	15
Comp Op	25
Comp Tech	10
Law, Fiduciary	30
Law, (Total)	30
Physics	10
Trade & Commerce	20

Actor/Director

Admin	10
Art, Acting *or* Directing	40
Art, Lighting Design	15
Art, Set Design	15
Carousing	30
Disguise	25
History, Thespian	20
Leadership	20
Psych, (s)	15
Seduction	10

Agent, Booking

Admin	25
Appraisal	20
Bribery	15
Carousing	15
Culture, (s)	15
Negot/Diplo	30
Psych, (Total)	20
(Specialty Field)*	20
Trade & Commerce	40

* Art, Culture, Travel, etc.

Agent, Broker

Admin	25
Appraisal	30
Carousing	15
Comp Op	10
Culture, Business.Trade	15
Law, (s)	10
Negot/Diplo	20
(Specialty Field) (Total)	20
Streetwise	15
Trade & Commerce	40

Agent, Insurance   *Must go to all 10 skills*

Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

- Admin
- Appraisal
- Comp Op
- Interrogation
- Intimidate
- Instruction
- Law, Financial
- Negot/Diplo
- Psych, (s)
- Trade & Commerce

Agent, Real Estate   *Must go to all 10 skills*

Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

- Admin
- Appraisal
- Bribery
- Carousing
- Law, Financial
- Law, Property
- Negot/Diplo
- Psych, (s)
- Streetwise
- Trade & Commerce

Agent, Talent

Admin	25
Appraisal	20
Bribery	15
Carousing	40
Forgery	10
Gambling	15
Negot/Diplo	20
Psych, (s)	10
Streetwise	15
Trade & Commerce	30

Anthropologist

Admin	20
Anthropology	40
Archaeology	15
Comp Op	15
Comp Tech	15
Culture, (Total)	25
History, (Total)	30
Instruction	10
Science, (Any)	30

Antiquarian

Admin	10
Art, (Total)	45
Comp Op	15
Culture, (Specialty)	40
History, (Specialty)	30
History, (Comparative)	20
Physics	10
Science, Metallurgy	15
Science, Stonework	15

Archaeologist

Admin	20
Archaeology	40
Anthropology	15
Comp Op	15
Comp Tech	15
Culture, (Total)	25
Geology	20
History, (Total)	30
Instruction	10
Science, (Any)	10

Architect

Art, Architecture	40
Art, Draftsmanship	20
Art, (Total)	30
Electronics	10
Geology,, Meteorology, Oceanography *or* Variable-G Op	10
History, Architecture	15
Life Support Tech	15
Materials Science	15
Mechanics	20
Physics	25

Artisan   *Pick at least 8 skills*

Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

- Appraisal
- Art, (Specialty)
- Art, (Related)
- Art, (Total)
- Carousing
- Culture, (Total)
- Instruction *or* Scrounge
- Science, (Related)(Total)
- Sm Equip Tech
- Trade & Commerce

Artist, Visual

Appraisal	15
Art, (Media Specialty)	40
Art, (Total)	55
Carousing	10
Comp Op	15
History, (Art, Total)	40
Sm Equip Tech	15
Trade & Commerce	10

Artist, Sculptor

Appraisal	15
Art, (Sculpture)	40
Art, (Total)	55
Carousing	10
History, (Art, Total)	40
Sm Equip Tech	25
Trade & Commerce	15

Astronomer

Admin	15
Astron/Astro	40
Physics	30
Comp Op	20
Comp Tech	15
Electronics	10
Mechanics	15
Meteorology	10
Sm Equip Tech	20
ST Sensors	25

Athlete

Biology	10
Carousing	15
Cbt, H-T-H	15
Culture, (Sport)	25
History, (Sport)	20
Intimidate	20
Leadership	10
Sm Unit Tactics	15
Sports, (Specialty)	40
Sports, (Total)	30

Author

Admin	15
Art, Literature	40
Art, Writing	30
Art, (Total)	35
Carousing	10
Comp Op	20
History, Literature	25
History, (Art, Total)	25

Bartender

Admin	10
Appraisal	15
Carousing	30
Culture, (Total)	25
Negot/Diplo	20
Science, Mixology	40
Sm Equip Tech	15
Streetwise	20
Trade & Commerce	25

Biologist, Astro

Admin	15
Astron/Astro	30
Biology	40
Botany	10
Chemistry	15
Comp Op	20
Ecology	20
Geology	15
Meteorology	10
ST Sensors	25

Biologist, Marine

Admin	10
Biology	40
Enviosuit Op	15
Instruction	15
Dmg Control Proc	10
Oceanography	30
Sm Equip Tech	15
Sports, Swimming	20
Sports, Diving	25
Variable-G Ops	20

Biologist, Research

Admin	15
Biology	40
Botany	20
Chemistry	30
Computer Op	25
Ecology	15
Geology	15
Med, (Total)	20
Sm Equip Tech	20

Biologist, Terrestrial

Admin	15
Biology	40
Botany	10
Chemistry	15
Comp Op	20
Ecology	30
Geology	15
Meteorology	10
Survival, (s)	20
Zoology	25

Bookie (Gambling)

Admin	15
Appraisal	20
Bribery	15
Carousing	20
Culture, (Sports)	25
Forgery	10
Gambling	40
Negot/Diplo	15
Psych, (s)	10
Trade & Commerce	30

Botanist

Admin	10
Biology	20
Botany	40
Chemistry	20
Ecology	25
Sm Equip Tech	15
Science, Entomology	15
Science, Horticulture	30
Science, (s)	15
Zoology	10

Cargo Master

Admin	40
Appraisal	30
Comp Op	20
Def Shield Tech	15
Law, Import/Export	15
Negot/Diplo	10
Physics	15
Streetwise	10
Trade & Commerce	25
Vehicle Op, Loaders	20

Cartographer

Admin	15
Art, Drawing	
or Astron/Astro	25
Comp Op	15
Geology	10
Oceanography	10
Physics	15
Science, Cartography	40
Science, Geography	30
Sm Equip Tech	20
ST Sensors	20

Chef

Admin	10
Appraisal	15
Art, Culinary	40
Biology	25
Botany	20
Carousing	10
Culture, (Total)	30
Med, Poisons	15
Trade & Commerce	15
Trivia, Alcohols	20

Clown

Art, Acting	30
Art, Clowning	40
Art, Prestidigitation	15
Carousing	25
Culture, (s)	15
Disguise	20
History, Clowning	20
Instruction	15
Psych, (Total)	20

Comedian

Art, Comedy	40
Art, Performance	30
Carousing	25
Culture, (s)	10
Disguise	10
Negot/Diplo	20
Psych, Crowd Behavior	15
Seduction	20
Streetwise	15
Trivia, (s)	15

Concierge

Admin	40
Carousing	30
Comp Op	20
Culture, (s)	15
Dmg Control Proc	10
Lang, (Total)	40
Negot/Diplo	20
Streetwise	25

Courier

Admin	30
Cbt, Armed, or Modern	15
Cbt, H-T-H	15
Instruction	15
Negot/Diplo	25
Scrounge	20
Vehicle Op, (Specialty)	40
Vehicle Op, (Total)	40

Courtier

Art, (s)	20
Bribery or Streetwise	15 or 20
Carousing or Disguise	30
Culture, (Total)	50
Gaming or Gambling	20 or 15
Seduction	40
Trivia, Latest news	25

Craftsman

Admin	10
Art, Wood, Metal,	
Stone or Leather	40
Art, (Total)	35
Appraisal	20
Comp Op	15
Instruction	15
Materials Science	20
Sm Equip Tech	30
Trade & Commerce	15

Curator

Admin	15
Art, (Total)	40
Appraisal	30
Comp Op	10
Culture, (Total)	40
History, (Total)	25
Instruction	10
Leadership	15
Trivia, (s)	15

Dancer

Art, Choreography	40
Art, Performance	30
Art, Stage Design	20
Art, (Total)	25
Carousing	25
Culture, (s)	10
Disguise	20
Psych, (Native)	10
Seduction	15

Deep Sea Diver

Admin	10
Enviosuit Op	30
Instruction	15
Mechanics	20
Med, (Native)	10
Oceanography	15
Sm Equip Tech	15
Sports, Swimming	20
Sports, Diving	40
Variable-G Ops	25

Dentist

Skill	Value
Admin	20
Biology	15
Carousing	20
Comp Op	15
Materials Science	15
Med, (Native)	25
Med, Dental	40
Med, (s)	30
Sm Equip Tech	20

Ecologist

Skill	Value
Admin	10
Biology	15
Botany	15
Chemistry	15
Ecology	40
Geology	10
Meteorology	20
Oceanography	20
Science, (Total)	30
Survival, (s)	25

Educator

Skill	Value
Admin	20
Carousing	20
Comp Op	15
Comp Tech	15
Instruction	40
Interrogation	10
Leadership	25
Negot/Diplo	15
Scrounge	10
(Specialty Field) (Total)	30

Engineer, Acoustic

Skill	Value
Art, Sound Design	10
Comp Op	15
Comp Tech	15
Electronics	20
History, Sound Design	10
Physics	25
Science, Acoustics	40
Science, (Total)	50
Sm Equip Tech	15

Engineer, Civil (Gmd/Air/Water/Orbit)

Skill	Value
Admin	15
Art, Architecture (s)	40
Art, Draftsmanship	25
Comp Op	15
Damage Control Proc	15
Demolitions or Vari-G Op	10
Geology or Oceanography	10
Life Support Tech	20
Materials Science	30
Physics	20

Engineer, Communications

Skill	Value
Art or Science, (Sonic)	10
Astron/Astro	25
Comp Op	15
Comp Tech	20
Electronics	20
Physics	15
Science, Acoustics	15
Sm Equip Tech	10
ST Comm Proc	40
ST Comm Tech	30

Engineer, Construction

Skill	Value
Admin	15
Art, Draftsmanship	40
Comp Op	10
Demolitions	15
Instruction	25
Leadership	30
Materials Science	15
Mechanics	20
Physics	20
Science, (s)	10

Engineer, Design

Skill	Value
Admin	10
Art, Draftsmanship	40
Comp Op	15
Materials Science	25
Mechanics	20
Physics	20
Science, (Total)	25
Sm Equip Tech	15
Trade & Commerce	30

Engineer, Environmental

Arrange points to suit:
Must go to all 10 skills
40 30 25 20 20 15 15 15 10 10

- Admin
- Biology
- Botany
- Chemistry
- Comp Op
- Ecology
- Geology
- Meteorology
- Oceanography
- Physics

Engineer, Industrial

Skill	Value
Admin	20
Comp Op	15
Electronics	15
Instruction	20
Mechanics	25
Materials Science	40
Physics	30
Science, (Total)	35

Engineer, Research

Skill	Value
Admin	10
Comp Op	25
Electronics	20
Materials Science	20
Mechanics	40
Physics	30
Scrounge	10
Sm Equip Tech	15
(Specialty Field)	30

Engineer, Transport

Skill	Value
Admin	15
Law, (Traffic)	15
Streetwise	10
Trade & Commerce	15
Materials Science	10
Mechanics or Shuttle Sys Tech	40
Vehicle Op, (Specialty) or Shuttle Pilot	40
Vehicle Op, (Total)	55

Entrepreneur   *Must go to all 10 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10
Admin
Art, Marketing
Appraisal
Carousing
Comp Op
Law, Business
Leadership
(Specialty Field)
Streetwise
Trade & Commerce

Entertainer   *Must go to all 10 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10
Art, Comedy
Art, Juggling
Art, (Musical Instr.)
Art, Dance *or* Singing
Art, Puppeteering
Art, (s)
Carousing
Disguise
Psych, Crowd Behavior
Trivia, (s)

Ethicist
Admin	15
Comp Op	15
Culture, (Total)	20
Federation Law	25
Law, (s)	20
Negot/Diplo	20
Philosophy, Ethics	40
Philosophy, (Total)	30
Psych, (s)	15

Farmer
Admin	15
Astron/Astro	10
Biology *or* Chemistry	10
Botany	30
Ecology	15
Meteorology	20
Science, Agriculture	40
Science, Husbandry	25
Trade & Commerce	20
Zoology	15

Fence
Admin	25
Appraisal	30
Carousing	15
Comp Op	20
Gambling	20
Law, Consumer/Sales	15
Negot/Diplo	20
Scrounge	15
Trade & Commerce	40

Financier
Admin	20
Appraisal	30
Carousing	20
Culture, (s)	15
Lang, (s)	10
Law, Finance	25
History, Finance	15
Negot/Diplo	15
Physics	10
Trade & Commerce	40

Fireman
Admin	15
Chemistry	10
Damage Control Proc	15
Instruction	15
Med, Emergency Triage	10
Physics	25
Science, Fire (Pyrology)	40
Science, Pyro, (Total)	20
Sm Unit Tactics	30
Vehicle Op, Fire Equip	20

Fireman, Engineer*
Admin	20
Damage Control Proc	15
Instruction	15
Materials Science	40
Physics	15
Science, Fire (Pyrology)	20
Science, (Total)	20
Sm Unit Tactics	25
Vehicle Op, Fire Equip	30

Requires Fireman Degree

Forensic Medical Examiner*
Admin	25
Biology	20
Chemistry	20
Materials Science	15
Med, Pathology	40
Med, (Native)	30
Med, (Total)	20
Science, (Total)	30

M.E. requires Medical Degree

Gambler
Admin	15
Art, Prestidigitation	10
Bribery	20
Carousing	25
Gaming	30
Gambling	40
Intimidate	10
Law, Usury	15
Science, Number Theory	20
Stealth/Hide	15

Gardener
Admin	10
Art, Landscape Design	20
Art, Gardening	40
Botany	30
Chemistry	10
Ecology	25
History, Gardening	15
Meteorology	20
Science, Entomology	15
Science, Horticulture	15

Geologist
Admin	10
Ecology	15
Geology	40
History, (Specify Epoch)	30
Meteorology	15
Oceanography	15
Sm Equip Tech	10
Sports, Spelunking	20
Sports, Climbing	20
Survival, (s)	25

Guide, Tourist

Carousing	40
Culture, (Total)	30
History, (Total)	25
Lang, (Total)	20
Negot/Diplo	20
Streetwise	20
Trade & Commerce	15
Trivia, (Local)	15
Vehicle Op, (Total)	15

Guide, Wilderness

Botany	20
Carousing	25
Culture, (Total)	40
Ecology	20
History, (Total)	30
Lang, (s)	10
Survival, (s)	15
Survival, (s)	15
Survival, (s)	15
Zoology	10

Guard, Private

Leadership	10
Cbt, Armed (s)	20
Cbt, H-T-H	40
Cbt, Modern	25
Def Shield Tech	15
Sm Unit Tactics	30
ST Security	15
Streetwise	15
Vehicle Op, (Total)	30

Hair Stylist

Art, Coiffeurist	40
Art, (s)	20
Culture, Fashion (s)	30
Culture, (Total)	20
Carousing	25
Disguise	20
Med, (Native)	10
Trade & Commerce	15
Trivia, Latest news	20

Historian

Admin	25
Comp Op	15
Culture, (s)	40
History, (Specialty)	40
History, (Total)	30
Instruction	15
Law, (s)	10
Philosophy, (s)	10
Science, (Total)	15

Hustler / Con Man *Pick min. 8 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

Bribery
Burglary
Carousing
Disguise
Forgery
Gambling
Intimidate
Law, Criminal
Psych, (s)
Seduction

Interpretor

Admin	10
Art, Appreciation	15
Carousing	15
Culture, (Total)	50
Lang, (Total)	85
Negot/Diplo	10
Streetwise	15

Investigator

Bribery	15
Carousing	20
Combat, (Any)	20
Law, (s)	15
Interrogation	30
Intimidate	15
Stealth/Hide	25
Streetwise	20
Track/Evade	40

Jeweler *Pick at least 8 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

Appraisal
Art, (Sculpture)
Art, Design
Art, Fashion
Art, (Total)
History, (Jewelery Des)
Science, Gemology
Sm Equip Tech
Trade & Commerce

Librarian

Admin	30
Art, Local Literature	15
Art, Book Binding	15
Carousing	20
Comp Op	25
Instruction	25
History, Libraries	15
Lang, (Total)	20
Science, Library	40

Local Noble *Pick at least 8 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

Art or Culture (Total)
Bribery
Carousing
Combat, (Any) (Total)
Lang (Total)
Gaming or Gambling
Intimidate or Seduction
Sports, (Total)
Streetwise

Local Yokel *Pick at least 8 skills*
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10

Art or Culture, (Total)
Carousing
Gaming or Gambling
History, (Total)
Lang, (Total)
Science, (Total)
(Specialty Field)
Sports or Trivia, (Total)
Streetwise
Vehicle Op, (Total)

Magician

Art, Prestidigitation	40
Art, Illusion	30
Art, Performance	20
Art, Acting	20
Carousing	25
Culture, (Total)	15
Gaming	15
Psych, (Total)	20
Sm Equip Tech	15

Manager, Business

Admin	40
Appraisal	25
Carousing	15
Comp Op	15
Instruction	10
Law, Corporate	15
Leadership	20
Negot/Diplo	20
Psych, (s)	10
Trade & Commerce	30

Manager, Event

Admin	40
Art, Marketing	25
Bribery	15
Carousing	15
Comp Op	15
Leadership	20
Negot/Diplo	20
Psych, (Total)	20
Trade & Commerce	30

Manager, Facility

Admin	40
Carousing	15
Comp Op	10
Culture, (Total)	20
Damage Control Proc	25
Leadership	30
Negot/Diplo	20
Mechanics	10
Streetwise	15
Trade & Commerce	15

Manager, Personal

Admin	25
Carousing	20
Cbt, H-T-H	10
Leadership	30
Med, (Dietician)	15
Med, (Native)	15
Negot/Diplo	10
Sm Unit Tactics	20
Sports, Calisthenics	40
Survival, Urban	15

Manager, Station

Admin	40
Comp Op	10
Def Shield Tech	15
Leadership	30
ST Comm Proc	20
ST Eng	15
ST Security	20
ST Sensors	15
Trade & Commerce	25
Warp Drive Tech	10

Manager, Traffic

Admin	40
Comp Op	20
Comp Tech	15
Damage Control Proc	30
Law, (Traffic)	20
Physics	25
Streetwise	30
Trade & Commerce	20

Marshall*

Admin	20
Cbt, Armed, Baton	15
Cbt, H-T-H	10
Cbt, Modern	10
Interrogation	15
Intimidate	25
Law, (Local)	20
Law, (Planetary)	40
Leadership	30
Sm Unit Tactics	15

Requires Peace Officer Degree

Master of Ceremonies

Appraisal	15
Art, (Total)	30
Carousing	40
Culture, (Total)	20
Instruction	15
Leadership	25
Negot/Diplo	20
Psych, Crowd Behavior	15
Seduction	20

Miner

Admin	15
Appraisal	10
Demolitions	30
Geology	40
Hvy Wpn Op/Tech	25
Life Support Tech	20
Materials Science	20
Survival, Underground *or* Variable-G Ops	10
Trade & Commerce	15
Vehicle Op, (s)	15

Musician

Art, (Primary Instrument)	40
Art, Music Theory	25
Art, Performance	20
Art, (Total)	30
Carousing	15
Comp Op *or* Tech	15
Disguise	10
History, Music	20
Sm Equip Tech	15
Trade & Commerce	10

Orbital Laborer

Def Shield Tech	10
Electronics	15
Enviosuit Op	40
Mechanics	15
Physics	15
Shuttle Systems Tech	20
Shuttle Pilot	10
Sm Equip Tech	25
ST Engineering	20
Variable-G Ops	30

Paleontologist

Admin	15
Art, Drawing	10
Geology	20
Med, (Native)	10
Science, Cartography	15
Science, Paleontology	40
Science, Paleoecology	30
Science, (Total)	45
Survival, (Total)	15

Paralegal (Half-Points)

Admin	20
Comp Op	15
Federation Law	10
Law, (Specialty)	15
Law, (Total)	15
Psych, Criminal Behavior	10
Science, Library	10
Streetwise	05

Paramedic

Admin	10
Biology	20
Comp Op	25
Damage Control Proc	15
Leadership	15
Life Support Tech	20
Med, (Native)	30
Med, (Total)	40
Scrounge	10
Sm Equip Tech	15

Peace Officer

Admin	20
Cbt, Armed, Baton	10
Cbt, H-T-H	15
Cbt, Modern	15
Interrogation	15
Law, (Local)	30
Leadership	10
Negot/Diplo	40
Sm Unit Tactics	25
Streetwise	20

Pharmacist

Admin	25
Biology	20
Comp Op	20
Chemistry	30
Med, Pharmacology	40
Med, (Native)	20
Med, (Total)	30
Physics	15

Philosopher

Admin	10
Culture or History, (s)	15
Instruction	15
Negot/Diplo	15
Philosophy, (Specialty)	40
Philosophy, (Total)	50
(Specialty, Art)	30
(Specialty, Science)	25

Pilot, Civil (Air, Water, Orbital)

Admin	20
Astron/Astro	25
Damage Control Proc	15
Electronics	10
Law, (Vehicular)	15
Mechanics	15
Physics	20
Shuttle Pilot or	
Vehicle Op, (Specialty)	40
Vehicle Op, (Total)	40

Prospector, Asteroid*

Appraisal	15
Astron/Astro	40
Enviosuit Op	10
Geology	25
ST Comm Proc	15
ST Eng	10
ST Helm	20
ST Nav	20
ST Sensors	30
Trade & Commerce	15

*May require Master's License
Consult your GM + Book 6, Traders*

Prospector, Terrestrial

Appraisal	15
Geology or Oceanography	40
Science, (Total)	30
Shuttle Pilot	20
Sm Equip Tech	30
ST Sensors	20
Trade & Commerce	15
Vehicle Op, (Total)	25

Psionicist

Biology	15
Culture (s)	20
Med, Neuro-research	30
Med, (s)	10
Psych, Psionics	40
Psych, (Total)	25
Science, Psionics	25
Science, (Total)	35

Psychiatrist*

Admin	15
Carousing	15
Computer Op	10
Chemistry	30
History, Psychiatry	20
Instruction	25
Law, Behavioral	15
Psych, (Specialty)	40
Psych, (Total)	30

Requires PhD Medical Degree

Psychologist

Admin	15
Biology	15
Computer Op	10
History, Psychiatry	10
Instruction	25
Law, Behavioral	15
Psych, (Specialty)	40
Psych, (s)	20
Science, Sociology	30
Science, Behavioral	20

Publicist

Skill	Value
Admin	20
Appraisal	15
Art, Design (s)	20
Art, Marketing	40
Carousing	15
Computer Op	10
Culture, (Total)	25
Negot/Diplo	15
(Specialty Field)	15
Trade & Commerce	25

Puppeteer

Skill	Value
Art, Acting	25
Art, Puppeteering	40
Art, Storytelling	20
Art, Ventriloquism	30
Art, (s)	25
Carousing	20
Psych, Human Nature	15
Sm Equip Tech	10
Stealth/Hide	15

Race Driver/Pilot

Skill	Value
Carousing	15
Culture, (Vehicle/Racing)	15
History, (Vehicle/Racing)	15
Intimidate	20
Leadership	10
Materials Science	10
Mechanics or Shuttle Systems Tech	20
Sm Unit Tactics	25
Vehicle Op, (Specialty) or Shuttle Pilot	40
Vehicle Op, (Total)	30

Ranger

Skill	Value
Cbt, Armed (s)	10
Cbt, Modern	10
Cbt, H-T-H	15
Med, (Native)	15
Sm Unit Tactics	15
Sports, Hiking	40
Sports, Camping	30
Survival, (Total)	40
Track/Evade	25

Reporter

Skill	Value
Admin	20
Appraisal	20
Carousing	30
Culture, (s)	15
History, News gathering	10
Instruction	10
Interrogation	40
Law, Civil	15
Negot/Diplo	25
Psych, (s)	15

Salesman

Skill	Value
Admin	15
Appraisal	20
Bribery	10
Carousing	40
Gambling	10
Interrogation	20
Leadership	15
Negot/Diplo	30
Streetwise	15
Trade & Commerce	25

Scientist, Computer

Skill	Value
Admin	20
Comp Op	30
Comp Tech	40
Electronics	25
Physics	20
(Tech Skills) (Total)	40
(Specialty Field)	25

Scientist, Research

Skill	Value
Admin	10
Comp Op	10
Physics	25
Science, (Any)	35
Scrounge	15
Sm Equip Tech	15
(Specialty Field)	60
ST Sensors	30

Shop Keep

Skill	Value
Admin	20
Appraisal	25
Carousing	30
Culture, (Total)	20
Lang, (Total)	20
Leadership	10
Negot/Diplo	20
Sm Equip Tech	15
Trade & Commerce	40

Sociologist

Skill	Value
Admin	10
Carousing	15
Culture, (Total)	25
Lang, (Total)	20
Leadership	15
Negot/Diplo	20
Psych, (Native)	30
Psych, Family Planning	25
Science, Sociology	40

Space Studies

Skill	Value
Astron/Astro	20
Biology	20
Botany	20
Chemistry	20
Ecology	20
Geology	20
Meteorology	20
Oceanography	20
Physics	20
ST Sensors	20

Student (Half-Points)

Skill	Value
Admin	05
(Any Skill)	05
Carousing	12
Comp Op	10
Scrounge	07
(Specialty Field)	22
(Specialty related)	22
Streetwise	07
Trivia, (s)	10

Tailor   _Must go to all 10 skills_
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10
Art, Fashion
Art, Fabrics
Art, Design (s)
Carousing
Comp Op
Culture, (Total)
Disguise
History, Fashion
Negot/Diplo
Sm Equip Tech

Therapist, Geriatric

Admin	25
Biology	20
Carousing	15
Life Support Tech	15
Med, Geriatrics	40
Med, Physiotherapy	30
Philosophy, (s)	10
Psych, Aging	20
Sm Equip Tech	15
Vehicle Op, (s)	10

Thief   _Pick at least 8 skills_
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10
Art, Prestidigitation
Burglary
Carousing
Comp Op
Disguise
Law, Criminal
Stealth/Hide
Streetwise
Track/Evade
Vehicle Op, (Total)

Yardmaster, Orbital

Admin	40
Def Shield Tech	30
Electronics	15
Enviosuit Op	20
Leadership	25
Mechanics	15
Shuttle Systems Tech	10
Shuttle Pilot	10
Sm Equip Tech	15
Variable-G Ops	20

Technologist   _Pick any 10 skills_
Arrange points to suit:
40 30 25 20 20 15 15 15 10 10
Comp Tech
Def Shield Tech
Holotechnology
Life Support Tech
Pers Wpn Tech
Hvy Wpn Op/Tech
Shuttle Sys Tech
Sm Equip Tech
ST Comm Tech
ST Wpns Tech
Transporter Tech
Warp Drive Tech

Therapist, Physical

Admin	10
Biology	10
Carousing	15
Med, Massage	30
Med, Physiotherapy	40
Med, (s)	35
Sports, (Total)	45
Trivia, Latest news	15

Tinker

Admin	10
Art, Painting	15
Comp Tech	15
Electronics	25
Materials Science	20
Mechanics	30
Pers Wpn Tech	15
Physics	10
Scrounge	40
Sm Equip Tech	20

Yardmaster, Terrestrial

Admin	40
Def Shield Tech	15
Electronics	20
Leadership	25
Mechanics	20
Shuttle Systems Tech	30
Shuttle Pilot	15
Sm Equip Tech	15
Vehicle Op, (Total)	20

Theologian

Carousing	15
Culture, (Total)	25
History, (Organization)	25
Language, (s)	10
Law, Liturgical	20
Leadership	30
Philosophy, (Primary)	40
Philosophy, Comparative	20
Psych, (s)	15

Therapist, Psychiatric

Admin	10
Biology	10
Chemistry	20
Carousing	15
Med, (s)	35
Negot/Diplo	25
Psych, (Native)	40
Psych, (Total)	35

Veterinarian

Admin	15
Carousing	15
Comp Op	10
Biology	15
Chemistry	20
Med, Veterinary (s)*	40
Med, (s)	30
Psych, Animal	25
Sm Equip Tech	20
Zoology	10

*Specify: genus, family, size or etc

Zoologist

Admin	10
Biology	30
Botany	15
Chemistry	15
Ecology	20
Med, Veterinarian (s)*	15
Science, Husbandry	25
Sm Equip Tech	10
Survival, (Total)	20
Zoology	40

*Specify: genus, family, size or etc

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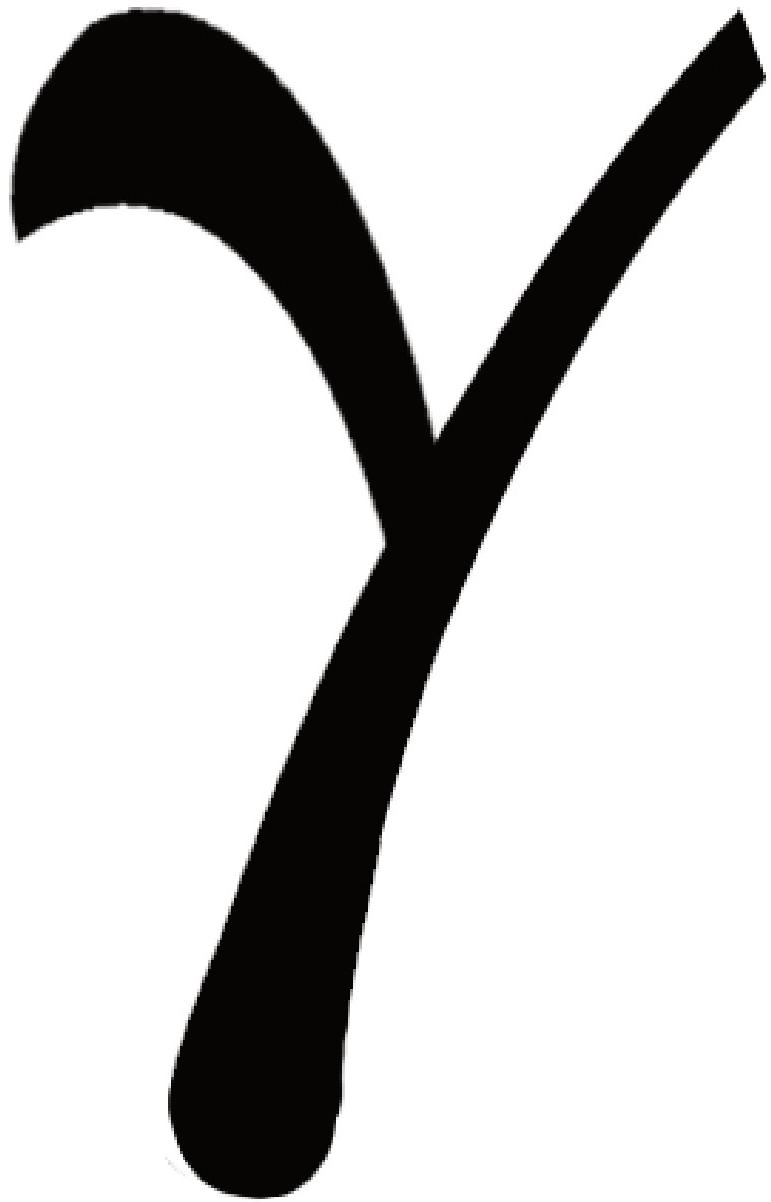
Star Trek: The Role Playing Game ™
Jack Photon's 4.0th Fantaversary Revision

ERRATA
for
Book 1: Lifeform Readings v.230101.01

Minor refinements and a major addition or two.

All changes to be incorporated into Book 1.1, Rev.1

New character sheet refinements also found in S10.3 Character Sheets, rev.3 v.250523

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